
SAMANTHA FOX

STRIP POKER/SEVEN CARD STUD

SPECTRUM 48K/128K AMSTRAD 464/664/6128

INTRODUCTION

Both these programs play seven card stud poker. These instructions will show you how to use the program and the rules of poker. Even if you know nothing about poker, you should soon learn the basics of the game and eventually become quite good at it.

The full rules of seven card stud are quite long and for this reason the game is usually played with a REFEREE who knows all the rules and can advise the players. In this program the computer is the referee and it will tell you what options are available to you.

It would take too long to explain all the referees possible decisions to you and those seeking a more advanced knowledge of the game may wish to purchase a book on the subject.

The program controlling this simulation is extremely sophisticated and incorporates a high level of artificial intelligence. Each of your opponents has their own ability and playing style. They may try to bluff you. Some may be better players than others. It is up to you to learn what sort of players they are.

They will try to analyse the type of game that YOU play and may change their own game accordingly. You may try to bluff them. They may fall for it, they may not. In other words if you think of them as real people you will be nearer to the truth. (Incredibly, they also analyse each others play as well!)

As you become better you will learn how to read and mislead your opponents and hopefully, how to WIN. Good Luck!

SEVEN CARD STUD

The cards are dealt after each player has put in the required starting stake called the ANTE. This is done automatically by the program and '1' is deducted from each player in the game and placed in the POT which is in the centre of the screen.

Two cards are then dealt to each player, face down, these being known as the HOLE cards. Each player can only see their own HOLE cards. To distinguish them from the rest of your hand your HOLE cards will appear grey.

A third card is then dealt face up. The first BET is made by the player who has the LOWEST face up card, an ACE being counted HIGH. This first bet is called the BLIND. If the numerical values of two or more players face up cards are the same, then the suits are used for further discrimination with the order from highest down, of SPADES, HEARTS, DIAMONDS then CLUBS. The betting always goes in a clockwise direction around the table.

On each players turn there are various options which are allowable. These options can vary depending on the situation and what has gone before. Seven Card Stud is usually played with a referee who can keep a check on what is happening and advise on the options available. In this game the computer is the referee and it will only present you with the options which are allowable. These may be two or more of the following:—

1. PASS If a player thinks their hand is no good and does not want to stake any more money on it, then the player may PASS and take no further part in the HAND.
2. CHECK The player stays in the game without staking any money.
3. BET The player puts this stake into the POT.

-
4. CALL This means the player will put into the POT a stake equal to the last player to BET or RAISE. If the last player in that round CALLS then either a further card will be dealt or if seven cards have been dealt the winning hand is decided.
 5. RAISE The player will put in the stake so far and RAISE. If the other players wish to stay in, they must equal this new level, or drop out.

Only options which are allowable will be given to you by the referee (computer). You can see what these options are by pressing the space bar to rotate through the choices. To select your choice press 'ENTER'.

The amount needed to BET, CALL or RAISE are displayed when a player has to make his choice.

The decision made by each player is left on the screen until either the round of betting ends or the player makes a fresh bid.

After the betting is done the next round of cards is dealt. From now on, the first player is deemed to be the player with the highest hand value actually showing (HOLE cards obviously discounted) and betting continues clockwise as before.

The game then continues with a further two cards dealt face-up and subsequent betting between each one.

The final card, if the game gets this far, is also a HOLE card and is dealt face down. You will see your own HOLE card coloured grey.

When and if the cards of the remaining players are finally displayed they will be sorted to display the best possible hand that can be made.

The winner takes the POT and their money will be displayed in GREEN. If at any time a player should go BUST then the game continues as if he can meet the bets, but when the hand is done the game is deemed over and the program restarts.

NINE CLASSES OF POKER HANDS (Ascending order)

You will notice that there are never more than five cards involved in a winning hand. The best hand is sorted from all the cards available.

- | | |
|-------------------|---|
| 1. Nothing | If two or more players have this type of hand then the top card is used to separate them and if this is the same then the second highest etc. |
| 2. A Pair | The same method as above is used to separate hands. |
| 3. Two Pairs | Assessment is by high pair then low pairs then high cards. |
| 4. Threes | (triplets or trips). Three cards of the same denomination. |
| 5. Straight | Five cards in a sequence but not of the same suit. |
| 6. Flush | Five cards of the same suit but not in a sequence. |
| 7. Full House | Three cards of the same denomination plus a pair. |
| 8. Fours | Four cards of the same denomination plus one odd card. |
| 9. Straight Flush | Five cards in sequence and of the same suit. |

Royal Straight Flush. The best hand there is A K Q J 10

SIDE ONE; SAMANTHA FOX STRIP POKER

What sort of player is SAM? We are not going to give you any clues. It's for you to find out.

Sam's so confident that your play will not be good enough, that she has agreed to shed her clothing one article at a time, if you should start to beat her. However, if she starts to win again she is allowed to retrieve all or some of the articles she has lost.

SIDE TWO; INTERNATIONAL SEVEN CARD STUD

You have a choice of 1, 2 or 3 opponents.

At the start of the game the screen will look like this.

JOE	PAT
SID	PLAY

At this time, if you press the space bar the word PLAY will change to SELECT.

If you now press ENTER the name SID will begin to flash. Again if you press the space bar the name will rotate through the other names available, including the option OUT. Pressing ENTER selects the name currently displayed. If this was OUT then that place will remain empty when the game starts.

When all the selections are made you will again be given the chance to PLAY or SELECT.

When rotating through the choices available to you once the game has started you will notice that one of these is called AUTO. If you press ENTER when this is displayed, the computer will play that particular decision for you.

An alternative to this is pressing 'D' key when the game is in progress. The computer will then take over that hand completely. To de-select DEMO press the 'D' key again.

HINT

If you are completely new to poker, it is a good idea to watch a two player game in 'Demo' mode.

The computer will play a very good standard for you to watch.

(Sorry, no demo mode when playing Sam)!

© Software Communications Ltd. 1986. All Rights Reserved.
No reproduction or hiring of this product or any portion of its
contents is allowed without written permission from Software
Communications Ltd.